

INSTRUCTION BOOKLET

EXCITEBIKE[®] 64



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

Thank you for selecting the Excitebike® 64 Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change)



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

©2000 Nintendo.
™, ®, the "N" Logo and the "N" Sports Logo are trademarks of Nintendo of America Inc.
All rights reserved.
©2000 Nintendo of America Inc.

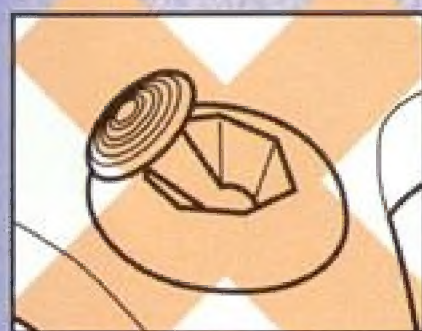


ABOUT THE CONTROLLER	2
CONTROLS	4
GETTING STARTED	7
SEASON	7
TUTORIAL	8
EXHIBITION RACE	8
TIME TRIALS	8
SPECIAL COURSES	8
OPTIONS	11
CUSTOM TRACKS	12
SAVING YOUR GAME	12
THE RIDERS	15
PERFORMING TRICKS	20
WARRANTY & SERVICE INFORMATION	25

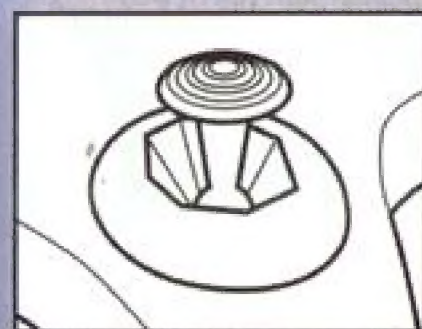
The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional **+** Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

The N64 Controller Pak™

To save to a Controller Pak, you must have 40 free pages to save Time Trial ghost riders and 4 pages to save Custom Tracks.

Holding the Controller



While playing Excitebike 64, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

N64 Accessories

This game is compatible with the N64 Rumble Pak™ and the N64 Expansion Pak™ accessories. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.

There are four different Controller configurations available. This section describes the default controls. To change the Controller configuration, select Options on the Main Menu (see pg. 11 for details).

L Button

Racing: Use turbo





START

Racing: Pause game
Menus: Confirm selection and move on to next screen

R Button

Racing: Slide/Drift

C Buttons

C  **Racing:** Toggle through camera angles
C  **Racing:** See stunt camera
C  **Racing:** Toggle on-screen displays on and off
C  **Racing:** Check out page 20 for all the details on tricks!

B Button

Racing: Brake/Walk bike backwards
Menus: Cancel selection and return to previous screen

A Button

Racing: Accelerate
Menus: Confirm selection and move on to next screen

Control Stick/+ Control Pad

Racing:
← and →: Turn bike
↑ and ↓: Adjust landing angle
← and → + ↓: Turn sharply but slowly
↓ + Z or L: Pop a wheelie
Menus: Highlight selections and scroll between menus

Z Button

Racing: Use turbo



Properly insert your Game Pak into the N64 Control Deck and turn the power ON. Press START to go to the Main Menu.



7

Getting Started

Season:

Take your racer through a complete season of races on various tracks in this single-player mode.

Exhibition Race:

Take on your friends or the computer in this multiplayer mode. You'll have one race and one chance to prove you're the best.

Time Trials:

Race against the clock to beat the previous best record, then save your high scores for posterity.

Special Tracks:

Reach certain goals in the main game to gain access to bonus modes and courses.

Options:

Adjust audio, visual and control settings and view records.

Custom Tracks:

Create your own MX courses, complete with banked curves, hairpin turns and whoops.

SEASON

Season mode is the main single-player game. Select Season from the Main Menu, then choose a difficulty level. Next, press \leftarrow and \rightarrow on the Control Stick to scroll through the available rounds. Tracks with a black and white picture are unavailable, while a waving checkered-flag icon indicates that you have placed first on that track. Once you have decided on the round, press the A Button to move on to the Rider Select screen. (See pg. 15 for details on how to select a rider.)

You must start the Season with the Bronze Round and work your way up. There are five races per round, each with a preset number of laps. You will earn points for each race according to your final rank: 1st place = 5 pts., 2nd place = 3 pts., 3rd place = 2 pts. and 4th place = 1 pt. You will receive no points for 5th or 6th place. You don't have to win every race to move on to the next round — you just need to finish the entire round with the most points.



TUTORIAL

Whether you're just a beginner or already freestyling like a pro, it's a good idea to run through the Tutorial mode the first time you play. Here you'll find a series of lessons — from acceleration and braking to turning in midair. To access the Tutorial, select Season from the Main Menu. From there, it's just a simple matter of following the on-screen instructions. You'll need to pass a test on each lesson before you can move on to the next one. Finish the entire Tutorial, then see what becomes available!



EXHIBITION RACE

Up to four players can compete in Exhibition Race mode. There are four groups of tracks: Bronze, Silver, Gold and Platinum. Press ← and → on the Control Stick to scroll between the groups, and press ↑ and ↓ to highlight a specific track. Once you have decided on a track, press the A Button once to choose the number of players, then again to go to the Rider Select screen. (See pg. 15 for details on how to select a rider.) Once you unlock tracks in Season mode, they will become available in Exhibition Race mode as well.

TIME TRIALS

When you select Time Trials from the Main Menu, you will have the option to either Continue or Load Saved Ghost Data. To load saved data, you must use an N64 Controller Pak. Otherwise, select Continue.

Use the Control Stick to scroll through the available tracks, and press the A Button to make your selection. You will then see the Rider Select screen. (See pg. 15 for details on how to select a rider.)

If you set a record, you will be asked to enter your initials. Use the Control Stick to highlight a character, then press the A Button to select it. Press the B Button to return to the previous letter. When you are finished, highlight OK and press the A Button.

SPECIAL COURSES

Once you have reached certain goals in Season mode, you'll open bonus modes and courses. At first, only the Desert and Stunt courses will be available.

In Desert mode, your objective is to race to and touch each campfire before heading for the next one. When you successfully touch a campfire, the fire will go out, and the yellow arrow in the lower-left corner of the screen will point you in the direction of the next goal. You can also use the Desert mode as a practice area. The Desert generates randomly each time you play, so you can go out and enjoy endless exploration!





Use the Control Stick to highlight the option you want to change.



11

Options

Music Volume:

Press ← and → on the Control Stick to adjust the music volume.

SFX Volume:

Press ← and → on the Control Stick to adjust the sound effects volume.

Speech Volume:

Press ← and → on the Control Stick to adjust the speech volume.

Sound:

Press the A Button to toggle between Stereo and Mono.

View Records:

Press the A Button to enter the records screen, then use the Control Stick to scroll through the various tracks.

Hi-Res:

Press the A Button to toggle Hi-Res On and Off. Hi-Res is only available if you have an N64 Expansion Pak inserted into your Control Deck. It is not available in multiplayer mode, the Tutorial or Special Tracks.

Reset Saved Data: Press the A Button to erase all your saved data.

Control Settings:

Press the A Button to change your Controller configuration. Press ← and → on the Control Stick to choose which Controller to adjust, then press the A Button to toggle between the four different configurations. Press the B Button to return to the Options Menu.

View Credits:





Press the A Button to see who helped make this game. Press the A Button again to return to the Options Menu.

Drones:

Press the A Button to toggle the Drones option On and Off. When the Drones option is on, computer bikers will purposely get in your way in Season mode.

Controller Pak:

Press the A Button to access information on an N64 Controller Pak if one is inserted into your Controller.

The track you have created will appear on the grid on the right side of the screen. Press the C  and C  Buttons to zoom in and out, and press the C  and C  Buttons to rotate the grid.



MAIN MENU

Clear Track:

Erase a track you have created.

Edit Track:

Create your own track using straight sections, turns and jumps. See below for further details.

Load:

Load a track that has been saved on an N64 Controller Pak.

Save:

Save a track you have created onto an N64 Controller Pak.

Test Track:

Race on a track you have created.

Switch Dirt Type:

Switch between dirt, mud and sand.

Set Name:

Name a track you have created. Use the Control Stick to highlight a character and press the A Button to select it.

Exit Editor:

Return to the Main Excitebike 64 Menu.

EDIT MENU

Add Straight:

Add a short- or medium-length piece of flat track.





Add Turn:

Add a raised or banked 180° turn, or a flat or banked 90° turn. Press the R Button to reverse the direction of the turn.

Add Jump:

Add one of 12 different styles of jumps, including tabletops and whoops.

Add User Piece:

Press the Z Button to edit your own piece. Press  and  on the Control Stick to highlight a section. Then press  and  to adjust the height of the section. When you are satisfied, press the A Button to place it.

Move Track:

Move the entire track to a different place on the grid.

Move Start:

Change the spot where racers will start on your track.

Delete Piece:

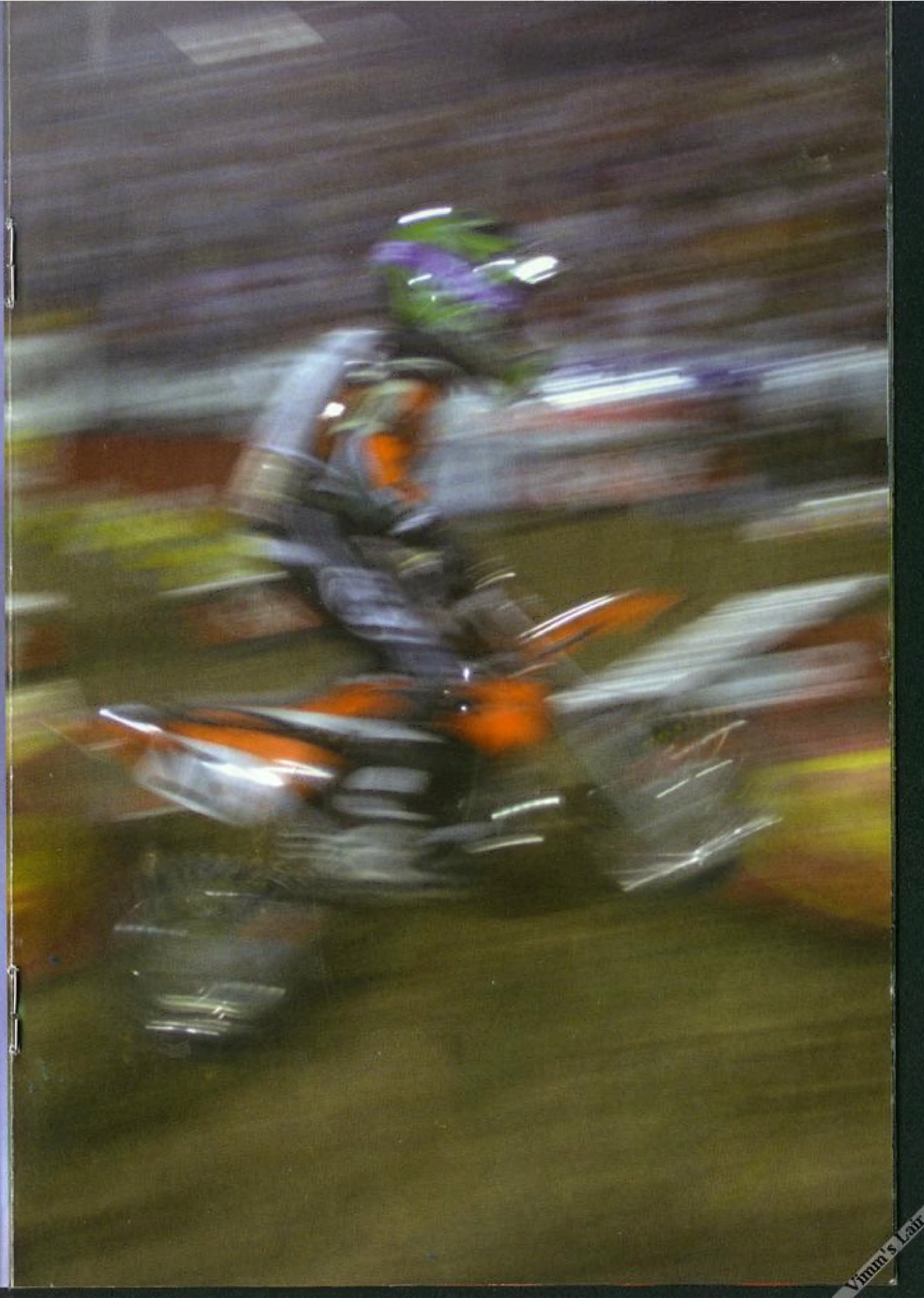
Remove the selected piece.

Main Menu:

Return to the Custom Track Main Menu.

SAVING YOUR GAME

Your progress throughout the seasons, as well as high score data from Time Trials, will automatically be saved to your Game Pak. Tracks created in the Custom Tracks mode must be saved to an N64 Controller Pak. A Controller Pak is also required to save a ghost rider from the Time Trials mode. (See pg. 2 for more on the N64 Controller Pak.)





On the Rider Select screen, press ← and → on the Control Stick to switch riders. Use the C (▲) and C (▼) Buttons to change the color of the bike or the C (◀) and C (▶) Buttons to change the color of the rider's clothes. Press the Z Button for a description of the rider.

"Jumpin'" Jim Rivers



Age: 25
Hometown: Seattle, WA
Specialty: Superman
Quote: "It's not whether you win or lose, it's about how high you can fly!"

Landing:	Average	Cornering:	Average
Jumping:	Average	Speed:	Average

"Tricky" Ricky Stern



Age: 14
Hometown: Los Angeles, CA
Specialty: Kobe
Quote: "Better have extra film in your camera 'cause it's showtime, baby!"

Landing:	Excellent	Cornering:	Above Average
Jumping:	Excellent	Speed:	Poor

Sarah "Sugar" Hill

Age: 28
Hometown: Miami, FL
Specialty: Cordova
Quote: "They call me Sugar, but it's winning that's sweet!"



Landing:	Above Average	Cornering:	Excellent
Jumping:	Above Average	Speed:	Below Average

Bobby "Big Dog" Malone



Age: 16
Hometown: Pittsburgh, PA
Specialty: Lazyboy
Quote: "The Big Dog's bike is badder than his bark, so I let my riding do the talkin'."

Landing:	Below Average	Cornering:	Below Average
Jumping:	Poor	Speed:	Excellent



Nigel "The Duke" York

Age: 28
 Hometown: London, England
 Specialty: Double Can Can
 Quote: "Technique, discipline and control are the key, and I have all three!"



Landing:	Poor	Cornering:	Poor
Jumping:	Average	Speed:	Excellent

Vicky "The Vixen" Steele

Age: 19
 Hometown: Houston, TX
 Specialty: Fender Grab
 Quote: "I hope no one gets in my way, 'cause if they do, they're gonna be eatin' my exhaust."



Landing:	Below Average	Cornering:	Average
Jumping:	Average	Speed:	Above Average

To experience real Motocross action, you've gotta master the stunts that will separate you from the wannabes. Grab some air, then combine various Control Stick movements with the C (▼) Button to perform outrageous mid-air stunts. Here's how . . .

- No Hander: C (▼) + ↓ and ↑
- Fender Kiss: C (▼) + ↑ and ↓
- Nothing: C (▼) + R Button + ↓ and ↑
- Saran Wrap: C (▼) + → and ←
- Bar Hop: C (▼) + ↗
- Nac Nac: C (▼) + ↘
- Heel Clicker: C (▼) + C
- Cliff Hanger: C (▼) + R Button + C

Riders' Specialties

"Jumpin'" Jim Rivers

Superman: C (▼) + ↘

"Tricky" Ricky Stern

Kobe: C (▼) + C

Note: You must perform this move just before getting airborne.

Sarah "Sugar" Hill

Cordova: C (▼) + R Button + C

Bobby "Big Dog" Malone

Lazyboy: C (▼) + C

Nigel "The Duke" York

Double Can Can: C (▼) + R Button + ←

Vicky "The Vixen" Steele

Fender Grab: C (▼) + R Button + ↘





WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo retailer.

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo®

AUTHORIZED REPAIR CENTERS™

1-800-255-3700

www.nintendo.com

Nintendo®

NINTENDO OF AMERICA INC.
P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

PRINTED IN U.S.A.

Vinny's Lair